WinterWings, SpringWings, SummerWings, and AutumnWings : Credit to Hydra for ...

silverangel1607

Credit to those who have made fantribes with these names, too.

NAMES:
Tribe Name: WinterWings
Regular Dragon Names: Names relating to snow, winter, ice, their specific scale color, and other; e.g. Shiver, Frost, Storm, White, Blue. They also might sometimes have a prefix/suffix that has gone down in their family for generations, such as Snow- or -storm.
Other Name Peculiarities: [Still trying to figure this out.]
Who Names The Dragonets?: All the members of the family [most dragons have a large amount of dragonets] pick a name they want, then vote. Whichever vote gets highest is the name of the dragonet. If a dragonet is first- or second-born, the mother names it if female, and the father names it if male.
Where Did The Tribe Name Come From?: From the WinterWings' icy habitat and wintry looks.
Why Are The Dragons Called That?: Because the ice and snow of the WinterWings home was so much like winter, and their appearances resembled the cold wind and frosty snow.

AGES:
Tribe Age: About 8,000 years. They did not live on Pyrrhia at any time, which explains why they would be a tribe before the Scorching; they never were involved with scavengers, except once, which will be told about later in the form.
Common Dragon Age: Most dragons live 100-150 years, some even 200.
Oldest/Youngest Dragons Living: Right now, 182-year-old Snowbud is the oldest dragon known, but he is nearing death, so it may not be that way much longer. Then there's little Snowball, only three days old. She, in fact, is Snowbud's great-great-granddaughter.
Oldest/Youngest Dragons Ever: At one point in time, a WinterWing named Khione lived up until she was 351. She eventually died of old age or sickness; no one's exactly sure. Another time, a dragonet was only in their egg for two months, and it made them the youngest ever. Its name and gender are unknown, as it was a very long time ago.
How Long Are Dragonets In Their Eggs?: Most have very different timings, but the regular range of time is between nine months and a year.

HIERARCHY:
Ruler: Queen Breeze and King Blizzard
Hierarchy: [Not understanding this reference to hierarchy.]
Change of Power (daughter takes from mother, the oldest son inherits, etc)?: When a queen passes, and there is more than one princess [extremely likely], the whole tribe takes a vote, sort of like a presidential election. The tribe elders [explained later] count the votes three times, just to make sure, and whichever princess has the most votes becomes queen. *But*, only princesses ages 10-20 can be voted for, as the tribe believes any dragon younger than ten could not rule the tribe properly, and anyone older than 20 may not live much longer, and not have the time to have dragonets [princesses may only have dragonets when they become queen or sister to the queen]. This is really more of what the tribe assumes than the truth, though. Also, a voter must be 12 or older to vote.
Peculiarities: [If this is what I think it is . . .] If a queen dies and has no female dragonets, all females of the tribe, ages 10-20, are set as the candidates for queen. This time, no matter what age, everyone besides the candidates

vote. After that, the tribe elders must count the votes *five* times, and the most votes for a candidate makes that candidate queen. Another peculiarity is if the queen has female dragonets, but at their death they are younger than ten and/or older than twenty. If it is both, the youngest above 20 becomes queen. If only younger than ten, the oldest younger than ten is queen. If only older than 20, the youngest older than 20 is queen. [Hopefully that makes sense. . . .]
Second In Command (oldest daughter, royal siblings, etc): The second in command can be any male in the tribe that are ages 14-30. They sign up at a small brick building at the left of the base of the palace. In front of the whole tribe, the tribe elders do something *much* different than from the picking of the queen. They take five random slips, shake them up in a box, then pick out a slip. Whoever's name is written on will be second in command. At the moment, the second in command is a 17-year-old WinterWing named Glass.
Ambassadors?: The eldest prince and princess are always the ambassadors. These are currently Prince Permafrost and Princess Frostbite, twins whom are 23.

DRAGONETS:
How Many Dragonets Per Year?: 300-400. As said before, WinterWings tend have a LOT of dragonets. One time, 1,349 dragonets were born in one year.
When Are Dragonets Considered Adults?: It actually isn't an age, though it happens around the time they are 7-12. Instead, it is when they start acting like an adult, acting mature.
Dragonet Appearance/Coloring Differences: Dragonets only have one tail, and their necks are quite short. At age 6, a dragonet's tail will begin to split into three parts, and their neck will start to lengthen. By 15, they should have three tails and a neck that is 8-10 feet long.
Eggs: Like, current amount? 1,258. [Remember: most these eggs won't hatch this year.]
Hatchery?: Yes, of course. All these eggs need to be protected, right?
Dragonet Play?: Yes. They have games crazy similar to ours. Snow tag, for instance. It's like tag, but yo have to touch the other dragon with snow, not yourself. Then there's hide-and-seek, which is a bit different from our hide-and-seek. One dragon hides, while the others go look for him. Other games are icescotch, pin the tails on the WinterWing, and the everyday snowball fight.
Dragonet Chores?: Dragonets regularly help with simple things, such as fishing, cleaning up around the house, picking up litter, and putting away toys.
Dragonet Rank/Hierarchy (do the biggest dragonets have more status? The smartest dragonets?)?: A dragonet is simply ranked by age. This is the only time a dragonet goes by age for when they become an adult. They are ranked until they turn 13, which is when they go by the adult rankings.

SCHOOL:
School At All?: Yes.
School Location: There are five towns, and the schools are located in all different places. In Winter, the main town, the school is at its center, and in Glacier, it is at the outskirts to the south. Over at River, it sits beside the church, on the left side of the road, three miles from the town's center. In the town Snowfall, the school is on the western outskirts. And, finally, like Winter, Starlake has its school at its center.
Subjects Taught:
Stress Put On Schools:
Seriousness Of School (is it mandatory?):
College?:

APPEARANCE (applies only to adults):
Body Shape (overall):
- Head:
- Neck:
- Wings:
- Legs:
- Underbelly:
- Overscales:
- Underscales:
- Leg/Tail Scales:
- Torso Shape:
- Tail:
- Horns:
- Spine Spikes:
- Extra Limbs (wings, tails, etc)?:
- Extra Spines/Scales/Spikes (frills, wavy SandWing-like things, etc):

Coloring (overall):
- Head:

- Neck:
- Wings:
- Legs:
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- Other Particular Scale Groups:
- Legs:
- Tail:
Eye Color:
Horns/Spike Color:
Mouth Color:
Special Dragon Coloring:
Other:

TRIBE OVERALL PERSONALITY QUIRKS (does not apply to every member):
Common Interests:
Common Habits:
Common Personality Overall:
Quirks:

COMMON SOCIETY:
Common Jobs:
Inside of a (common) Home:
Relationships (other than romance):
Romantic Relationships:
Relationships Between Royal & Non-Royal:
Regular Day For Middle-Class:
Jobs of the Royals:
Egg-Hatching:
Laws:
- Unspoken Taboos:
- Official Laws:
Festivals:
Other Celebrations:
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Common Beliefs:
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HISTORY:
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Notable Rulers:
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General History:
Origin of Tribe:
Great Exodus Moments (moving to another continent, islands, underwater, etc):
Change In Morality (a ban on animus magic, a new set of laws, etc):
Featured In Fanfics/RPs?:

POWERS:
Current Animi:
All Animi:
Animus-Touched Objects:
Common Powers (that everyone has):
Possible Special Powers:
How They Get Special Powers:

Current Special Powered Dragons:
Greatest Special Powered Dragons:

WEAKNESSES:
Physical Weaknesses:
Societal Weaknesses (unjust law system, corrupt queen, etc):
Emotional Weaknesses (not being able to kill animals, terrified of magic, etc):
Death Count per Year:
Fighting Rarity:
Possible Arguments?:

HABITAT:
Kingdom Overall:
Biome (arctic, grassland, mountains, forest, etc):
Palace:
Layout (villages, cities, palace location):
Roads/Walkways:
Plant Growth:
Decoration:
Common Homes:
Marketplaces:
Hatchery:
Benefits:
Disadvantages:
Health Issues?:
Homeless?:
Lighting:
School?:
Hatchery:

DECORATION:
Decoration Of Home:
Decoration Of Streets:
Art:
Body Art?:
Landscaping:
Mood Of The Cities/Kingdom:

RELIGION?:
Deities/Deity:
Worship:
Temples?:
Special Animals/Plants/Other:
Religious Symbols:

OTHER:
Other Random Facts:
Pets:
Animals:
Food:
Gardening/Plants:
Diet:
Illnesses:
Currency:
National Animal:
National Flag:
National Color:
Scientific Name:
Patriotism?:
Is This Form Redundant?:

Will finish later or tomorrow, hopefully.

2

I WILL NOT ACCEPT THE DOWNFALL OF MY HOME.

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silverangel1607

NAMES:
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ten and/or older than twenty. If it is both, the youngest above 20 becomes queen. If only younger than ten, the oldest younger than ten is queen. If only older than 20, the youngest older than 20 is queen. [Hopefully that makes sense. . . .]
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When Are Dragonets Considered Adults?: It actually isn't an age, though it happens around the time they are 7-12. Instead, it is when they start acting like an adult -- acting mature.
Dragonet Appearance/Coloring Differences: Dragonets only have one tail, and their necks are quite short. At age 6, a dragonet's tail will begin to split into three parts, and their neck will start to lengthen. By 15, they should have three tails and a neck that is 15-16 feet long. Now, the horns are a different story. They are very straight, but will start curling in once a dragonet turns ten. Then, there is the coloring. All dragonets are a blank board of white, except for the eyes, and whirls of color that hint their true colors during adulthood. The color starts to spread across the body once a dragonet turns 7, sometimes when ten.
Eggs: Like, current amount? 1,258. [Remember: most these eggs won't hatch this year.]
Hatchery?: Yes, of course. All these eggs need to be protected, right?
Dragonet Play?: Yes. They have games crazy similar to ours. Snow tag, for instance. It's like tag, but yo have to touch the other dragon with snow, not yourself. Then there's hide-and-seek, which is a bit different from our hide-and-seek. One dragon hides, while the others go look for him. Other games are icescotch, pin the tails on the WinterWing, and the everyday snowball fight.
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SCHOOL:
School At All?: Yes.
School Location: There are five towns, and the schools are located in all different places. In Winter, the main town, the school is at its center, and in Glacier, it is at the outskirts to the south. Over at River, it sits beside the church, on the left side of the road, three miles from the town's center. In the town Snowfall, the school is on the western outskirts. And, finally, like Winter, Starlake has its school at its center.
Subjects Taught: Math, science, fighting, reading, hunting, writing, art, and music.
Stress Put On Schools: Teachers and parents want students to love school, but understand its importance. So they make it a little easy, but make it stressful enough to show that you have to work hard.
Seriousness Of School (is it mandatory?): So, as said before, students are wanted to love school. Therefore, they make it serious, *but*, they add a little fun by doing activities now and then, and also put a little happiness into the work.
College?: No. WinterWings believe that simply dragonet schooling is needed.
Other [who said I couldn't add on?]: The school in Winter is named St. Frostbell, after its founder. The one located in Glacier is Chillburr School, after the frosty bushes surrounding it, which are full of, quite obviously, something WinterWings call "chillburrs". Over at River, there's Snowy Owl Schooling [a large amount of snowy owls reside in the trees]. Then Snowfall has St. Wintry [the founder was named Winterbell [and, as you might be thinking, yes, he was Frostbell's brother]]. Finally, Starlake has Starsky School [over the whole town, there is much open space [there are several trees and whatnot at other towns], so the stars shine brightest there].

APPEARANCE (applies only to adults):
Body Shape (overall): Really, just big and small, with strong yet weak.
- Head: This is slightly complicated. The head is pretty flat, but has a slight downward curve just after the dragon's brow. At the snouttip, there is a sharp, backwards curving spike-like thing. There are also ridges at the outer edges, or whatever you call them, of the head. The ridges become larger and spikier as they split the two different ways, but only over the brow. The brow kind of sticks out, shading the dragon's almond-shaped eyes.
- Neck: The neck of a WinterWing is crazy long. If you placed one of these dragons in the lower floor of a two-floor house, their head would most likely reach halfway between the floor and the ceiling of the second floor.

That is why the ceilings of WinterWing homes are about 35 feet up. Also, here, the underregion of the neck is very, very soft, softer than the whole soft underbelly.
- Wings: These are *pretty* big. The full span is about 15, 20 feet? Also, these are completely feathered, as the skin of them is extremely sensitive to the cold.
- Legs: Both front and back legs used to be thin and unstable. But, with such a heavy torso, WinterWings' hind legs became thick and powerful. The front legs are still thin, and easy for keeping stable. So WinterWings mostly bound when moving around.
- Underbelly: This is very, very soft. So soft, simply the *touch* of something sharp could puncture it.
- Overscales: These are complicated. At the neck, the tips are extremely pointy, sharp enough to draw blood if a normally skinned person were to press on it. Then, at the main body, they become rounded, and safe to touch. These are quite hard.
- Underscales: These are also complicated. They are twice as hard as diamonds, and for each column or whatever of the body, there is only one huge scale. It looks sort of like Giratina's armored shell, if know what I mean. This sort of bends inward, in a way, and covers the underbelly a bit, protecting the soft surface. At the neck, it is much harder to get to the underregion, as it is covered quite a lot more.
- Leg/Tail Scales: Here, the scales are quite strange. They can be a mixture of pointy, ovular, and just plain odd.
- Torso Shape: This is actually very, very thin and sucked inwards. But, see, it is very, very, VERY heavy for some odd reason.
- Tail: The *tails* are three, tremendously long, pointy snakes. Well, they seem that way. These are quite long, and slither around on the ground like snakes. The tips are like arrow-tails, if you know what I mean.
- Horns: These go out, but then, they curve back in. They kind of remind one of upsidedown ram horns, but with less spiraling.
- Spine Spikes:
- Extra Limbs (wings, tails, etc)?:
- Extra Spines/Scales/Spikes (frills, wavy SandWing-like things, etc):
Coloring (overall):
- Head:
- Neck:
- Wings:
- Legs:
- Overscales:
- Underscales:
- Other Particular Scale Groups:
- Legs:
- Tail:
Eye Color:
Horns/Spike Color:
Mouth Color:
Special Dragon Coloring:
Other:

TRIBE OVERALL PERSONALITY QUIRKS (does not apply to every member):
Common Interests:
Common Habits:
Common Personality Overall:
Quirks:

COMMON SOCIETY:
Common Jobs:
Inside of a (common) Home:
Relationships (other than romance):
Romantic Relationships:
Relationships Between Royal & Non-Royal:
Regular Day For Middle-Class:
Jobs of the Royals:
Egg-Hatching:
Laws:
- Unspoken Taboos:
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Festivals:
Other Celebrations:
Religion:

Common Beliefs:
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HISTORY:
On Pyrrhia?:
Notable Rulers:
Notable Other Dragons:
Notable Events:
Wars:
General History:
Origin of Tribe:
Great Exodus Moments (moving to another continent, islands, underwater, etc):
Change In Morality (a ban on animus magic, a new set of laws, etc):
Featured In Fanfics/RPs?:

POWERS:
Current Animi:
All Animi:
Animus-Touched Objects:
Common Powers (that everyone has):
Possible Special Powers:
How They Get Special Powers:
Current Special Powered Dragons:
Greatest Special Powered Dragons:

WEAKNESSES:
Physical Weaknesses:
Societal Weaknesses (unjust law system, corrupt queen, etc):
Emotional Weaknesses (not being able to kill animals, terrified of magic, etc):
Death Count per Year:
Fighting Rarity:
Possible Arguments?:

HABITAT:
Kingdom Overall:
Biome (arctic, grassland, mountains, forest, etc):
Palace:
Layout (villages, cities, palace location):
Roads/Walkways:
Plant Growth:
Decoration:
Common Homes:
Marketplaces:
Hatchery:
Benefits:
Disadvantages:
Health Issues?:
Homeless?:
Lighting:
School?:
Hatchery:

DECORATION:
Decoration Of Home:
Decoration Of Streets:
Art:
Body Art?:

Landscaping:
Mood Of The Cities/Kingdom:

RELIGION?:
Deities/Deity:
Worship:
Temples?:
Special Animals/Plants/Other:
Religious Symbols:

OTHER:
Other Random Facts:
Pets:
Animals:
Food:
Gardening/Plants:
Diet:
Illnesses:
Currency:
National Animal:
National Flag:
National Color:
Scientific Name:
Patriotism?:
Is This Form Redundant?:

Can't finish now!

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I WILL NOT ACCEPT THE DOWNFALL OF MY HOME.

WinterWings, SpringWings, SummerWings, and AutumnWings : Credit to Hydra for ...

silverangel1607

~~captain america~~

0

I WILL NOT ACCEPT THE DOWNFALL OF MY HOME.

WinterWings, SpringWings, SummerWings, and AutumnWings : Credit to Hydra for ...

moonlightstone58

Can I have one of each? These seem so cool!

0

♡Moonstone♡
LGBTQ+
PROUD TO BE ME
She/he/xie/they/xe/ze

So deep breath in
You're meant for this
Everyone wants to know
If you're the answer they've been searching for.
Beth Crowley "Don't think just run"

WinterWings, SpringWings, SummerWings, and AutumnWings : Credit to Hydra for ...

silverangel1607

@Moonstone: When they're finished. [Which might be a while.]

I also might start on another one of the tribes while I'm at it.

1

I WILL NOT ACCEPT THE DOWNFALL OF MY HOME.

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moonlightstone58

Okay. :)

That's a great idea! I think it'd be awesome.

0

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LGBTQ+
PROUD TO BE ME
She/he/xie/they/xe/ze

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You're meant for this
Everyone wants to know
If you're the answer they've been searching for.
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NAMES:
Tribe Name: SpringWings
Regular Dragon Names: Names relating to spring, flowers, recent blooms, their specific scale color, beauty, and other; e.g. Bloom, Rose, Pink, Magenta, Sparkle.
Other Name Peculiarities: [Arrrgggh.]
Who Names The Dragonets?: The queen picks a name, and if the parents like it, they go with it. If not, the queen picks another name. This can go on for a while; in fact, a very picky couple ended up going through 322 names before they got a good one [it took three days].
Where Did The Tribe Name Come From?: Their springy home, and their warm, welcoming, spring-like appearance and personality.
Why Are The Dragons Called That?: Because the soft greenery around them, and the warm breezes with the golden sun up above.

AGES:
Tribe Age: About 8,000 years. Check the WinterWings and see how.
Common Dragon Age: SpringWings can surprise you. They could die at age 20 [unlikely], or live till they're 1,000 [even more unlikely]. Most times, they live in the 100-500 range.
Oldest/Youngest Dragons Living: Currently, there's cranky old Willow, age 527, and tiny little Bee, who's only three weeks old.
Oldest/Youngest Dragons Ever: At some point, a dragon by the name Snowmelt lived until she was 8,451. Then, there was little Bud, who's egg hatched when he was only inside for five months.
How Long Are Dragonets In Their Eggs?: About two years. SpringWings inside their eggs are very tiny at first, so they need time to develop and grow fully.

HIERARCHY:
Ruler: Queen Honey
Hierarchy: [Still working this out.]
Change of Power (daughter takes from mother, the oldest son inherits, etc)?: When the queen turns 50, she picks one of her daughters to become queen. The other princesses are not allowed to kill or attack the new queen. Also, when the queen steps down, she is to be well cared for, and will, of course, still live in the royal palace.

Peculiarities: If the queen dies before she turns 50, all daughters and sisters of the queen who wish to become queen must battle to the death. Turning back and surrendering is fine, as the SpringWings are normally a very peaceful tribe.
Second In Command (oldest daughter, royal siblings, etc):
Ambassadors?:

DRAGONETS:
How Many Dragonets Per Year?:
When Are Dragonets Considered Adults?:
Dragonet Appearance/Coloring Differences:
Eggs:
Hatchery?:
Dragonet Play?:
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Dragonet Rank/Hierarchy (do the biggest dragonets have more status? The smartest dragonets?)?:

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Emotional Weaknesses (not being able to kill animals, terrified of magic, etc):
Death Count per Year:
Fighting Rarity:
Possible Arguments?:

HABITAT:
Kingdom Overall:
Biome (arctic, grassland, mountains, forest, etc):
Palace:
Layout (villages, cities, palace location):
Roads/Walkways:
Plant Growth:
Decoration:
Common Homes:

Marketplaces:
Hatchery:
Benefits:
Disadvantages:
Health Issues?:
Homeless?:
Lighting:
School?:
Hatchery:

DECORATION:
Decoration Of Home:
Decoration Of Streets:
Art:
Body Art?:
Landscaping:
Mood Of The Cities/Kingdom:

RELIGION?:
Deities/Deity:
Worship:
Temples?:
Special Animals/Plants/Other:
Religious Symbols:

OTHER:
Other Random Facts:
Pets:
Animals:
Food:
Gardening/Plants:
Diet:
Illnesses:
Currency:
National Animal:
National Flag:
National Color:
Scientific Name:
Patriotism?:
Is This Form Redundant?:

Will be finished some other time.

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I WILL NOT ACCEPT THE DOWNFALL OF MY HOME.

WinterWings, SpringWings, SummerWings, and AutumnWings : Credit to Hydra for ...

silverangel1607

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I WILL NOT ACCEPT THE DOWNFALL OF MY HOME.

WinterWings, SpringWings, SummerWings, and AutumnWings : Credit to Hydra for ...

silverangel1607

NAMES:
Tribe Name: WinterWings
Regular Dragon Names: Names relating to snow, winter, ice, their specific scale color, and other; e.g. Shiver, Frost, Storm, White, Blue. They also might sometimes have a prefix/suffix that has gone down in their family for generations, such as Snow- or -storm.
Other Name Peculiarities: [Still trying to figure this out.]
Who Names The Dragonets?: All the members of the family [most dragons have a large amount of dragonets] pick a name they want, then vote. Whichever vote gets highest is the name of the dragonet. If a dragonet is first- or second-born, the mother names it if female, and the father names it if male.
Where Did The Tribe Name Come From?: From the WinterWings' icy habitat and wintry looks.
Why Are The Dragons Called That?: Because the ice and snow of the WinterWings home was so much like winter, and their appearances resembled the cold wind and frosty snow.

AGES:
Tribe Age: About 8,000 years. They did not live on Pyrrhia at any time, which explains why they would be a tribe before the Scorching; they never were involved with scavengers, except once, which will be told about later in the form.
Common Dragon Age: Most dragons live 100-150 years, some even 200.
Oldest/Youngest Dragons Living: Right now, 182-year-old Snowbud is the oldest dragon known, but he is nearing death, so it may not be that way much longer. Then there's little Snowball, only three days old. She, in fact, is Snowbud's great-great-granddaughter.
Oldest/Youngest Dragons Ever: At one point in time, a WinterWing named Khione lived up until she was 351. She eventually died of old age or sickness; no one's exactly sure. Another time, a dragonet was only in their egg for two months, and it made them the youngest ever. Its name and gender are unknown, as it was a very long time ago.
How Long Are Dragonets In Their Eggs?: Most have very different timings, but the regular range of time is between nine months and a year.

HIERARCHY:
Ruler: Queen Breeze and King Blizzard
Hierarchy: [Not understanding this reference to hierarchy.]
Change of Power (daughter takes from mother, the oldest son inherits, etc)?: When a queen passes, and there is more than one princess [extremely likely], the whole tribe takes a vote, sort of like a presidential election. The tribe elders [explained later] count the votes three times, just to make sure, and whichever princess has the most votes becomes queen. But, only princesses ages 10-20 can be voted for, as the tribe believes any dragon younger than ten could not rule the tribe properly, and anyone older than 20 may not live much longer, and not have the time to have dragonets [princesses may only have dragonets when they become queen or sister to the queen]. This is really more of what the tribe assumes than the truth, though. Also, a voter must be 12 or older to vote.

Peculiarities: [If this is what I think it is . . .] If a queen dies and has no female dragonets, all females of the tribe, ages 10-20, are set as the candidates for queen. This time, no matter what age, everyone besides the candidates vote. After that, the tribe elders must count the votes five times, and the most votes for a candidate makes that candidate queen. Another peculiarity is if the queen has female dragonets, but at their death they are younger than ten and/or older than twenty. If it is both, the youngest above 20 becomes queen. If only younger than ten, the oldest younger than ten is queen. If only older than 20, the youngest older than 20 is queen. [Hopefully that makes sense. . . .]
Second In Command (oldest daughter, royal siblings, etc): The second in command can be any male in the tribe that are ages 14-30. They sign up at a small brick building at the left of the base of the palace. In front of the whole tribe, the tribe elders do something much different than from the picking of the queen. They take five random slips, shake them up in a box, then pick out a slip. Whoever's name is written on will be second in command. At the moment, the second in command is a 17-year-old WinterWing named Glass.
Ambassadors?: The eldest prince and princess are always the ambassadors. These are currently Prince Permafrost and Princess Frostbite, twins whom are 23.

DRAGONETS:
How Many Dragonets Per Year?: 300-400. As said before, WinterWings tend have a LOT of dragonets. One time, 1,349 dragonets were born in one year.
When Are Dragonets Considered Adults?: It actually isn't an age, though it happens around the time they are 7-12. Instead, it is when they start acting like an adult -- acting mature.
Dragonet Appearance/Coloring Differences: Dragonets only have one tail, and their necks are quite short. At age 6, a dragonet's tail will begin to split into three parts, and their neck will start to lengthen. By 15, they should have three tails and a neck that is 15-16 feet long. Now, the horns are a different story. They are very straight, but will start curling in once a dragonet turns ten. Then, there is the coloring. All dragonets are a blank board of white, except for the eyes, and whirls of color that hint their true colors during adulthood. The color starts to spread across the body once a dragonet turns 7, sometimes when ten. Back to appearance, we have the spines. These are ALL only one-and-a-half inches, but, by age 4, the ones more in between the wings begin to grow. By 6-8 years, the dragonet's spines should have grown in fully.
Eggs: Like, current amount? 1,258. [Remember: most these eggs won't hatch this year.]
Hatchery?: Yes, of course. All these eggs need to be protected, right?
Dragonet Play?: Yes. They have games crazy similar to ours. Snow tag, for instance. It's like tag, but yo have to touch the other dragon with snow, not yourself. Then there's hide-and-seek, which is a bit different from our hide-and-seek. One dragon hides, while the others go look for him. Other games are icescotch, pin the tails on the WinterWing, and the everyday snowball fight.
Dragonet Chores?: Dragonets regularly help with simple things, such as fishing, cleaning up around the house, picking up litter, and putting away toys.
Dragonet Rank/Hierarchy (do the biggest dragonets have more status? The smartest dragonets?)?: A dragonet is simply ranked by age. This is the only time a dragonet goes by age for when they become an adult. They are ranked until they turn 13, which is when they go by the adult rankings.

SCHOOL:
School At All?: Yes.
School Location: There are five towns, and the schools are located in all different places. In Winter, the main town, the school is at its center, and in Glacier, it is at the outskirts to the south. Over at River, it sits beside the church, on the left side of the road, three miles from the town's center. In the town Snowfall, the school is on the western outskirts. And, finally, like Winter, Starlake has its school at its center.
Subjects Taught: Math, science, fighting, reading, hunting, writing, art, and music.
Stress Put On Schools: Teachers and parents want students to love school, but understand its importance. So they make it a little easy, but make it stressful enough to show that you have to work hard.
Seriousness Of School (is it mandatory?): So, as said before, students are wanted to love school. Therefore, they make it serious, but, they add a little fun by doing activities now and then, and also put a little happiness into the work.
College?: No. WinterWings believe that simply dragonet schooling is needed.
Other [who said I couldn't add on?]: The school in Winter is named St. Frostbell, after its founder. The one located in Glacier is Chillburr School, after the frosty bushes surrounding it, which are full of, quite obviously, something WinterWings call "chillburrs". Over at River, there's Snowy Owl Schooling [a large amount of snowy owls reside in the trees]. Then Snowfall has St. Wintry [the founder was named Winterbell [and, as you might be thinking, yes, he was Frostbell's brother]]. Finally, Starlake has Starsky School [over the whole town, there is much open space [there are several trees and whatnot at other towns], so the stars shine brightest there].

APPEARANCE (applies only to adults):
Body Shape (overall): Really, just big and small, with strong yet weak.

- Head: This is slightly complicated. The head is pretty flat, but has a slight downward curve just after the dragon's brow. At the snouttip, there is a sharp, backwards curving spike-like thing. There are also ridges at the outer edges, or whatever you call them, of the head. The ridges become larger and spikier as they split the two different ways, but only over the brow. The brow kind of sticks out, shading the dragon's almond-shaped eyes.
- Neck: The neck of a WinterWing is crazy long. If you placed one of these dragons in the lower floor of a two-floor house, their head would most likely reach halfway between the floor and the ceiling of the second floor. That is why the ceilings of WinterWing homes are about 35 feet up. Also, here, the underregion of the neck is very, very soft, softer than the whole soft underbelly.
- Wings: These are pretty big. The full span is about 15, 20 feet? Also, these are completely feathered, as the skin of them is extremely sensitive to the cold.
- Legs: Both front and back legs used to be thin and unstable. But, with such a heavy torso, WinterWings' hind legs became thick and powerful. The front legs are still thin, and easy for keeping stable. So WinterWings mostly bound when moving around.
- Underbelly: This is very, very soft. So soft, simply the touch of something sharp could puncture it.
- Overscales: These are complicated. At the neck, the tips are extremely pointy, sharp enough to draw blood if a normally skinned person were to press on it. Then, at the main body, they become rounded, and safe to touch. These are quite hard.
- Underscales: These are also complicated. They are twice as hard as diamonds, and for each column or whatever of the body, there is only one huge scale. It looks sort of like Giratina's armored shell, if know what I mean. This sort of bends inward, in a way, and covers the underbelly a bit, protecting the soft surface. At the neck, it is much harder to get to the underregion, as it is covered quite a lot more.
- Leg/Tail Scales: Here, the scales are quite strange. They can be a mixture of pointy, ovular, and just plain odd.
- Torso Shape: This is actually very, very thin and sucked inwards. But, see, it is very, very, VERY heavy for some odd reason.
- Tail: The tails are three, tremendously long, pointy snakes. Well, they seem that way. These are quite long, and slither around on the ground like snakes. The tips are like arrow-tails, if you know what I mean.
- Horns: These go out, but then, they curve back in. They kind of remind one of upsidedown ram horns, but with less spiraling.
- Spine Spikes: These are extremely long, extremely sharp, extremely silver [XD] spines. At the place where the head and neck connect, and farther along the tails, these are only about one-and-a-half inches, but right at the center, AKA between the wings, they are longest; about two feet, to be exact.
- Extra Limbs (wings, tails, etc)?: As said before, a WinterWing has three tails. I already described them, so, moving on.
- Extra Spines/Scales/Spikes (frills, wavy SandWing-like things, etc): Most WinterWings have one-foot-long spines on the outer edges of their wings [like, the frame-thing]. These, like their normal spines, are silver, and very, very sharp.

Coloring (overall): All different shades of blue and gray and white.
- Head: Here, the color is usually any shade of blue, sometimes even several. Most dragons have different shades of gray swirls here and there. There is also a line of white dots surrounding the eye.
- Neck: Most WinterWings have necks that are countless shades of pale blue, with silver and white spots and swirls all over the place.
- Wings: WinterWings have wing-webbing that is one solid shade of dark blue. On the overside, though, it is white, with all different shades of gray and blue swirls and spots and even stripes.
- Legs: The legs can be any shade of gray or blue, or just plain white. There is always a black stripe at the front of the leg, right at the knee [I honestly don't know how to explain it].
- Overscales: Basically, take everything I've said [minus the legs], put it together, and -- BOOM -- that's the overscales [as in it can be the various shades of color and whatnot].
- Underscales: These are one solid color, usually being a dark shade of gray or light shade of blue, sometimes even white.
- Other Particular Scale Groups: N/A
- Tails: These are basically colored like the overscales.

Eye Color: This is where anyone can get creative. WinterWing eye colors can be literally anything -- from black to white to every color in the world [as in it changes repetitively or something].
Horns/Spike Color: As has been said, the spikes are silver. The horns, though, are white, or any shade of gray.
Mouth Color: The inside of a WinterWing's mouth is purple, but their tongue is black.
Special Dragon Coloring: Dragons without markings, dragons that are entirely one color, dragons that have each section one solid color, silver dragons [like, %99 silver or something].
Other: N/A

TRIBE OVERALL PERSONALITY QUIRKS (does not apply to every member):
Common Interests:
Common Habits:

Common Personality Overall:
Quirks:

COMMON SOCIETY:
Common Jobs:
Inside of a (common) Home:
Relationships (other than romance):
Romantic Relationships:
Relationships Between Royal & Non-Royal:
Regular Day For Middle-Class:
Jobs of the Royals:
Egg-Hatching:
Laws:
- Unspoken Taboos:
- Official Laws:
Festivals:
Other Celebrations:
Religion:
Common Beliefs:
Relationships with Other Tribes:
Sports/Recreation:
- Particular Games:
- Competitions:
Inside the Palace:
Other Society:

HISTORY:
On Pyrrhia?:
Notable Rulers:
Notable Other Dragons:
Notable Events:
Wars:
General History:
Origin of Tribe:
Great Exodus Moments (moving to another continent, islands, underwater, etc):
Change In Morality (a ban on animus magic, a new set of laws, etc):
Featured In Fanfics/RPs?:

POWERS:
Current Animi:
All Animi:
Animus-Touched Objects:
Common Powers (that everyone has):
Possible Special Powers:
How They Get Special Powers:
Current Special Powered Dragons:
Greatest Special Powered Dragons:

WEAKNESSES:
Physical Weaknesses:
Societal Weaknesses (unjust law system, corrupt queen, etc):
Emotional Weaknesses (not being able to kill animals, terrified of magic, etc):
Death Count per Year:
Fighting Rarity:
Possible Arguments?:

HABITAT:
Kingdom Overall:
Biome (arctic, grassland, mountains, forest, etc):
Palace:
Layout (villages, cities, palace location):
Roads/Walkways:

Plant Growth:
Decoration:
Common Homes:
Marketplaces:
Hatchery:
Benefits:
Disadvantages:
Health Issues?:
Homeless?:
Lighting:
School?:
Hatchery:

DECORATION:
Decoration Of Home:
Decoration Of Streets:
Art:
Body Art?:
Landscaping:
Mood Of The Cities/Kingdom:

RELIGION?:
Deities/Deity:
Worship:
Temples?:
Special Animals/Plants/Other:
Religious Symbols:

OTHER:
Other Random Facts:
Pets:
Animals:
Food:
Gardening/Plants:
Diet:
Illnesses:
Currency:
National Animal:
National Flag:
National Color:
Scientific Name:
Patriotism?:
Is This Form Redundant?:

NAMES:
Tribe Name: SpringWings
Regular Dragon Names: Names relating to spring, flowers, recent blooms, their specific scale color, beauty, and other; e.g. Bloom, Rose, Pink, Magenta, Sparkle.
Other Name Peculiarities: [Arrrgggh.]
Who Names The Dragonets?: The queen picks a name, and if the parents like it, they go with it. If not, the queen picks another name. This can go on for a while; in fact, a very picky couple ended up going through 322 names before they got a good one [it took three days].
Where Did The Tribe Name Come From?: Their springy home, and their warm, welcoming, spring-like appearance and personality.
Why Are The Dragons Called That?: Because the soft greenery around them, and the warm breezes with the golden sun up above.

AGES:
Tribe Age: About 8,000 years. Check the WinterWings and see how.
Common Dragon Age: SpringWings can surprise you. They could die at age 20 [unlikely], or live till they're 1,000 [even more unlikely]. Most times, they live in the 100-500 range.
Oldest/Youngest Dragons Living: Currently, there's cranky old Willow, age 527, and tiny little Bee, who's only

three weeks old.
Oldest/Youngest Dragons Ever: At some point, a dragon by the name Snowmelt lived until she was 2,359. Then, there was little Bud, who's egg hatched when he was only inside for five months.
How Long Are Dragonets In Their Eggs?: About two years. SpringWings inside their eggs are very tiny at first, so they need time to develop and grow fully.

HIERARCHY:
Ruler: Queen Honey
Hierarchy: [Still working this out.]
Change of Power (daughter takes from mother, the oldest son inherits, etc)?: When the queen turns 50, she picks one of her daughters to become queen. The other princesses are not allowed to kill or attack the new queen. Also, when the queen steps down, she is to be well cared for, and will, of course, still live in the royal palace.
Peculiarities: If the queen dies before she turns 50, all daughters and sisters of the queen who wish to become queen must battle to the death. Turning back and surrendering is fine, as the SpringWings are normally a very peaceful tribe.
Second In Command (oldest daughter, royal siblings, etc):
Ambassadors?:

DRAGONETS:
How Many Dragonets Per Year?:
When Are Dragonets Considered Adults?:
Dragonet Appearance/Coloring Differences:
Eggs:
Hatchery?:
Dragonet Play?:
Dragonet Chores?:
Dragonet Rank/Hierarchy (do the biggest dragonets have more status? The smartest dragonets?)?:

SCHOOL:
School At All?:
School Location:
Subjects Taught:
Stress Put On Schools:
Seriousness Of School (is it mandatory?):
College?:

APPEARANCE (applies only to adults):
Body Shape (overall):
- Head:
- Neck:
- Wings:
- Legs:
- Underbelly:
- Overscales:
- Underscales:
- Leg/Tail Scales:
- Torso Shape:
- Tail:
- Horns:
- Spine Spikes:
- Extra Limbs (wings, tails, etc)?:
- Extra Spines/Scales/Spikes (frills, wavy SandWing-like things, etc):

Coloring (overall):
- Head:
- Neck:
- Wings:
- Legs:
- Overscales:
- Underscales:
- Other Particular Scale Groups:
- Legs:
- Tail: